

DRAFTS, DRAFTS, DRAFTS

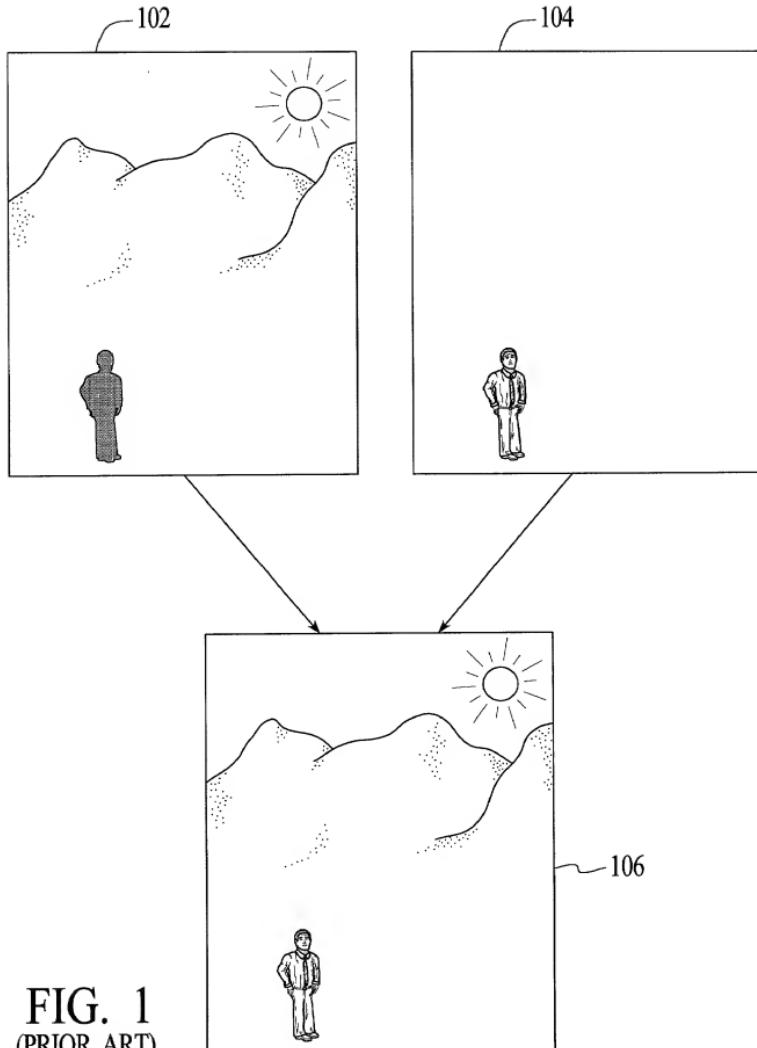


FIG. 1  
(PRIOR ART)

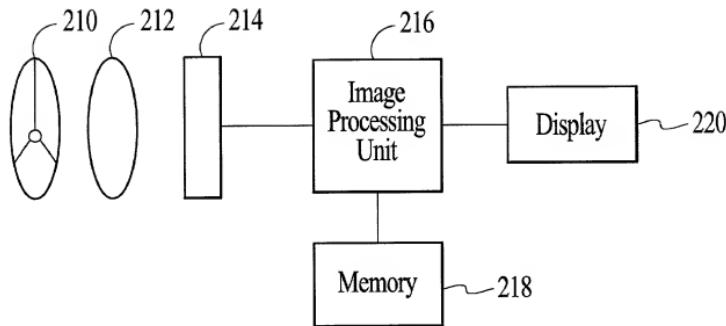


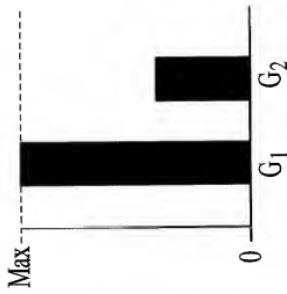
FIG. 2

314 ↗

B	G <sub>1</sub>						
G <sub>2</sub>	R						
B	G <sub>1</sub>						
G <sub>2</sub>	R						
B	G <sub>1</sub>						
G <sub>2</sub>	R						
B	G <sub>1</sub>						
G <sub>2</sub>	R						

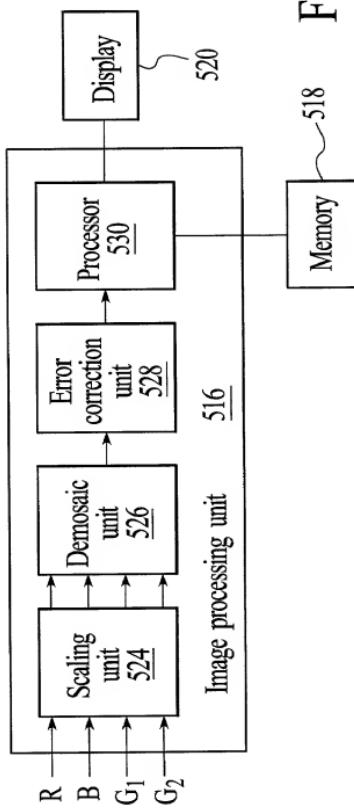
FIG. 3

FIG. 4



Pixel outputs  
in bright  
conditions

FIG. 5



518  
Memory

520

516

Display

Processor  
530

Error  
correction  
unit  
528

Demosaic  
unit  
526

Scaling  
unit  
524

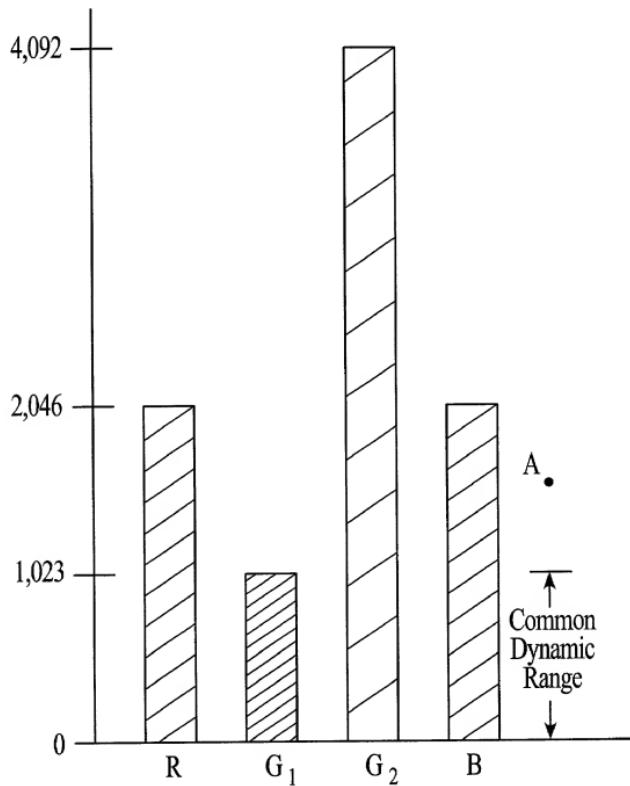
2000-03979-A  
036741620

FIG. 6

12	O	O	X	O
11	X	O	X	X
10	X	X	X	X
9	X	X	X	X
8	X	X	X	X
7	X	X	X	X
6	X	X	X	X
5	X	X	X	X
4	X	X	X	X
3	X	X	X	X
2	X	X	O	X
1	O	X	O	O
Bit No.	R	G <sub>1</sub>	G <sub>2</sub>	B



FIG. 7

B	G <sub>1</sub>	B
G <sub>2</sub>	R	G <sub>2</sub>
B	G <sub>1</sub>	B

$$G_{\text{red pixel location}} = (G_1 + G_2 + G_1 + G_2) / 4$$

FIG. 8

T02050-89074860

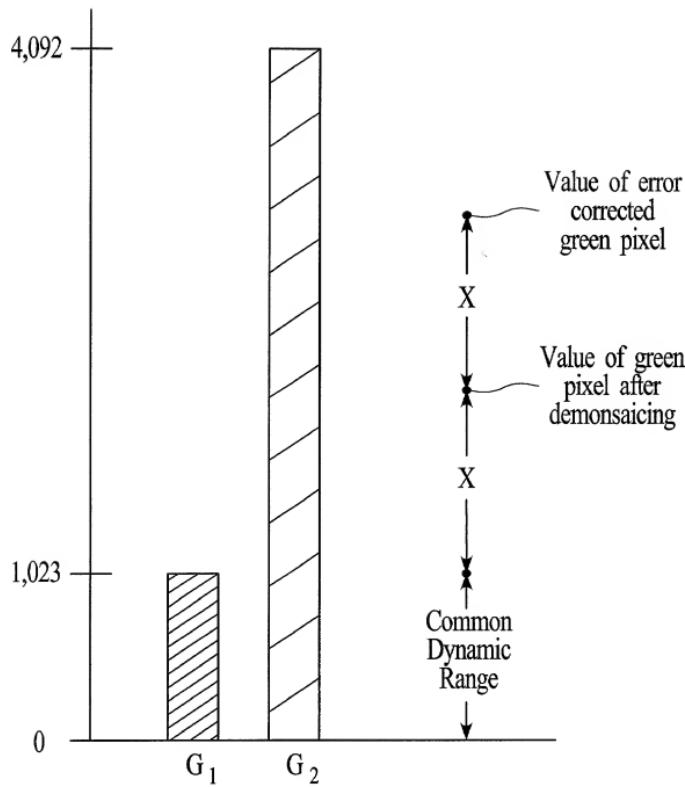


FIG. 9

TODAY'S DATE: 06/27/00

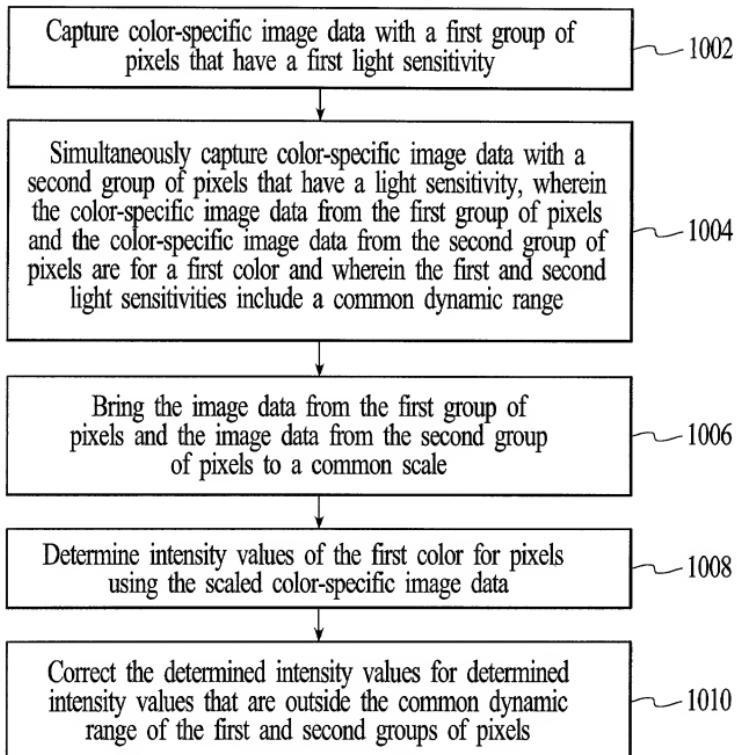


FIG. 10